

## CLAIMS

sub-a17 1. A method for communicating command information between a server and a client in an interactive communication system, comprising:  
generating a command message including a command, a command descriptor, and one of a server route and a command node; and  
transmitting the command message upon occurrence of a triggering event.

2. The method in accordance with claim 1, wherein the interactive communication system is based on MPEG-4.

3. The method in accordance with claim 2, wherein generating the command message is consistent with the local interactivity model defined in MPEG-4.

4. The method in accordance with claim 1, wherein the triggering event is a mouse click.

5. The method in accordance with claim 1, wherein the triggering event is a timer signal.

6. The method in accordance with claim 1, wherein command information is transmitted from the server to the client.

7. The method in accordance with claim 1, wherein command information is transmitted from the client to the server.

sub-a27 8. An interactive communication system comprising means for communicating command information between a server and a client, wherein the means for communicating command information comprises:  
means for generating a command message including a command, a command descriptor, and one of a server route and a command node; and  
means for transmitting the command message upon occurrence of a triggering event.

9. The system in accordance with claim 8, based on MPEG-4.

10. The system in accordance with claim 9, wherein generating the command message is consistent with the local interactivity model defined in MPEG-4.

11. The system in accordance with claim 8, wherein the triggering event is a

14. The system in accordance with claim 8, wherein command information is transmitted from the client to the server.